

TANDY®

Cat. No.
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A fast-paced assembly line
game for the Color Computer



PANIC BUTTON



Panic Button Program:
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10 9 8 7 6 5 4 3 2 1

Introduction

You are in charge of an assembly line that produces robots, cakes, phones, houses, lamps, and TV sets. The object of Panic Button is to fill the orders before the time runs out to avoid getting fired. If things start piling up, instead of going into a frenzy, reach for "the panic button." Every second counts, so don't hesitate. The job you save will be your own.

System Requirements

- A Tandy Color Computer with at least 16K RAM
- A standard television (color recommended)
- One joystick

Loading Instructions

1. Before inserting or removing the Panic Button Program Pak™, make sure the computer is **off**. Failure to do so could result in damage to the Program Pak.

2. Connect the Color Computer to the television set, and move the antenna switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controller into the jack marked **LEFT JOYSTICK** located on the back of the computer.
4. Insert the Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it securely engages, but do not force it.
5. Turn on the television, and tune it to channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer, and the title screen appears. You may have to adjust the focus on the television or press the Reset button (located on the back of the computer) to obtain a clear picture.

Selecting a Playing Level

Press the fire button on the joystick. There are three levels of play (1, 3, or 7), with 7 being the most difficult level. To select a level of play, move the joystick left or right until the selection detail you want is enlarged on the screen.

Job Order

When you signal for a job order, the computer shows you how to assemble the item and indicates the number you must build. Press the fire button to receive your job order.

Depending upon the level of play you chose, you are instructed to build one of the following items:

- Robot
- Cake
- Phone
- House
- Lamp
- TV Set

Build the specified number of items before time runs out to avoid getting fired.

Playing the Game

Press the fire button to start playing. Use the joystick to move around. Press the fire button to pick up a part and to place the part. If your order is for robots, place the head on the arms, place the head and arms on the legs, and send it on to the shipping dock. To fill an order for eight robots, you must complete eight robots before the time expires. Your progress and the amount of time you have left is displayed at the top of the screen.

Hint: There are shelves to store extra parts for later use. If things get a little out of hand, push the panic button to temporarily stop the production line. Your foreman may frown on this.



Each completed item is worth 10 points. If you connect the wrong parts, they stay connected and are unsalable (for zero points). Your score appears at the bottom of the screen as well as the high score and your current level number. When you complete all orders for one playing level, you are advanced to a higher playing level. If the time runs out before you complete a specific job order, you are f-i-r-e-d.

Good Luck!

YOU'RE FIRED!



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